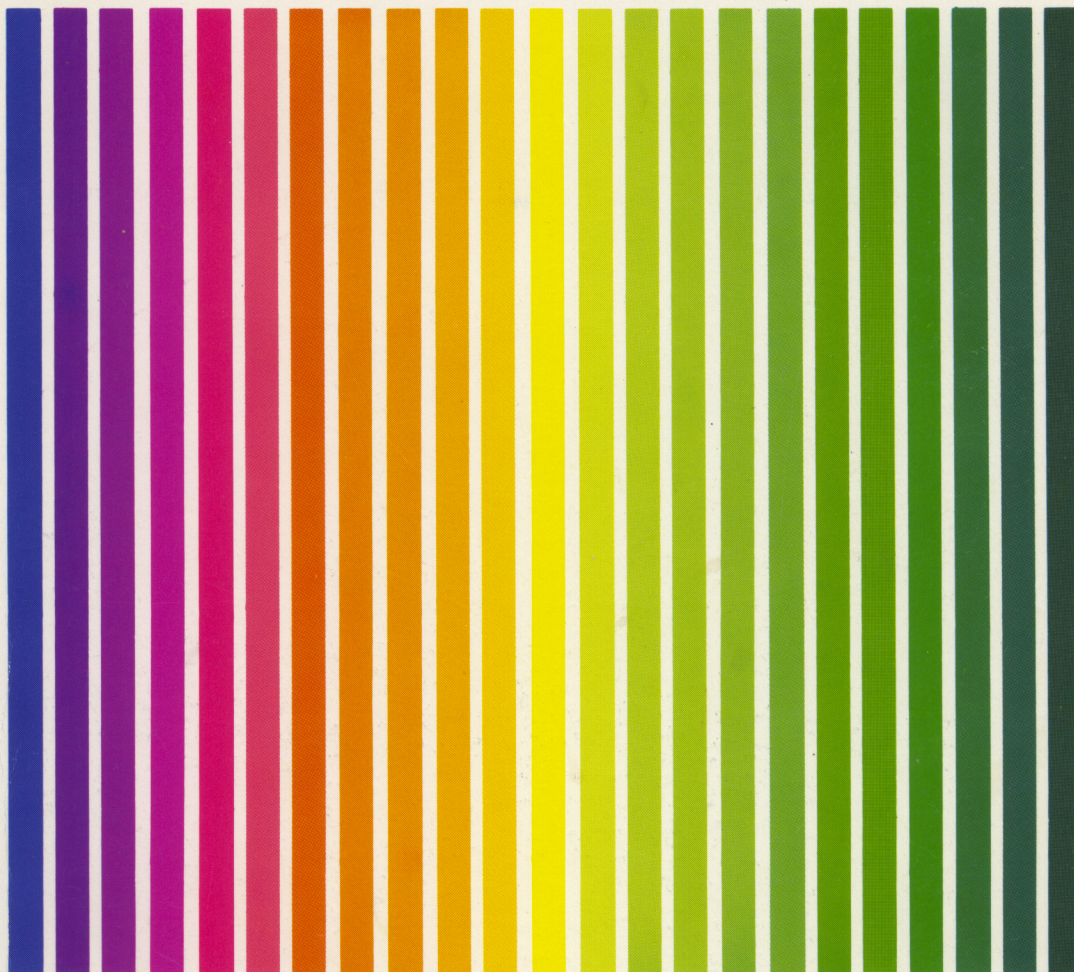


APX ATARI® PROGRAM EXCHANGE



Jeff Johannigman

SNARK HUNT

Shoot vorpal beams to find the hidden snarks
1-8 players (ages 8 and up)

Cassette: 16K (APX-10154)

Diskette: 24K (APX-20154)

User-Written Software for ATARI Home Computers

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by

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INTRODUCTION

OVERVIEW

SNARK HUNT tests your logic in a game of hide and seek. Your objective: find the mythological snarks hidden inside the mysterious snark box. Your only clues come from the powerful vorpal beams that you fire into it, and the way they are affected by the snarks inside. Where and whether the vorpal beams leave the snark box can tell you where the snarks are.

The entire game is played with just one Joystick Controller; you never need to touch the keyboard. Your opponent, whether human or computer, may hide up to nine snarks. There is also a timing option to play against time. Combinations of options make it easy for beginners to challenge more experienced snark hunters.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One Atari Joystick Controller

Cassette Version

16K RAM
Atari 410 Program Recorder

Diskette Version

24K RAM
Atari 810 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about SNARK HUNT may write or call him at:

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Cincinnati, OH 45236
(513) 891-0621

GETTING STARTED

LOADING SNARK HUNT INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the left cartridge slot of your computer.
2. Plug your Joystick controller into the first (leftmost) controller jack at the front of your computer console. Hold the joystick with the red button at your upper left.
3. If you have the cassette version of SNARK HUNT:
 - a. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.
 - b. Type CLOAD and press RETURN twice.
 - c. After the game loads into computer memory, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of SNARK HUNT:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the SNARK HUNT diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

GAME OPTIONS

Following the program title and copyright notice, the OPTIONS display. On the left side of the screen is a demonstration snark box, with vorpal beams visibly moving through it. On the right side of the screen are the game options. To change an option, move the arrow up or down by pushing the Joystick Controller forward or backward until the arrow points to the option you wish to change. Then move the Joystick Controller to the left or right to change the option.

OPTIONS

(a) SNARKS: This option controls the number of snarks hiding in the box--from one to nine. Four is moderately difficult. Five or six is tough. Seven or more is nearly impossible.

(b) PLAYERS: This option sets the number of players--from one to eight.

(c) TURN: Use this option to show which player (out of the total chosen above) is playing.

(d) TIME: A time limit may be set from 25 to 975 "ticks". The time limit does not affect the amount of time you have to play; it affects only your score. If it is left at 0, no time limit is in effect. Otherwise, a timer starts counting down at the beginning of a player's turn. When it reaches 0, one point is added to the score, the timer is reset, and the countdown starts again.

(e) ATARI/HUMAN: This option determines who hides the snarks -- the computer or another player.

To begin the round, press the red joystick button.

PLAYING THE GAME

THE GAME DISPLAY

The game display consists of the SNARK HUNT grid on the left side of the screen, the players' scores on the right side, and the time countdown, score for this round, and number of hidden snarks displayed at the top. An arrow points to the score of the current player. The board looks approximately like this (for a two-player game hiding three snarks):

```

                TIME 0                      SCORE 0
                # ^ ^ ^ ^ ^ ^ ^ ^ ^ #
                | v v v v v v v v |
                - - - - -
-> | | | | | | | | | <-
                - - - - -
-> | | | | | | | | | <-
                - - - - -
-> | | | | | | | | | <-
                - - - - -
-> | | | | | | | | | <-
                - - - - -
-> | | | | | | | | | <-
                - - - - -
-> | | | | | | | | | <-
                - - - - -
                # ^ ^ ^ ^ ^ ^ ^ ^ ^ #
                | | | | | | | | |
                PLAYER 1 BEGIN
-> 1 0
    2 0
```

HIDING THE SNARKS

If a player is hiding the snarks, the program asks you to place them on the screen. Your current position is indicated by a blinking marker. Use the Joystick Controller to move the marker to the space you wish to hide a snark in. Press the Joystick red button and a snark appears. To remove a snark, move the marker to it and press the red Joystick button again. The program doesn't let you place more than the chosen number of snarks on the screen. Once you're satisfied with the positioning of the snarks, place the marker on one of the crosses bordering the box, and press the red button. The snarks then disappear from into the snark box.

FINDING THE SNARKS

To begin searching, move the blinking marker to a vorpal beam arrow bordering the box and press the red Joystick button. The vorpal beam enters the snark box.

Vorpal beams move according to rules. As you read these rules, refer to the diagram at the end of these instructions.

- 1) Vorpal beams travel in a straight line unless they come near a snark.
- 2) Vorpal beams continue to travel until they exit the snark box or are absorbed.
- 3) Vorpal beams that exit the snark box have matching symbols placed at the positions where they entered and exited.
- 4) Vorpal beams that run directly into a snark are absorbed by it.
- 5) Vorpal beams cannot move through a position directly next to a snark. Instead, they turn 90 degrees away from the snark when they reach a space diagonally next to it. (see diagram at the end of the manual)
- 6) An absorbed vorpal beam is marked by a "starburst" at the position the vorpal beam entered the snark box.
- 7) Vorpal beams that exit the snark box at the same position that they entered are marked with a "diamond" at the position of entry/exit. This is known as a reflection.
- 8) Reflections can occur if a vorpal beam attempts to enter the snark box at a position next to a snark (see diagram).

For complete demonstrations of vorpal beam movement, watch the snark box during the OPTIONS selection screen.

MARKING SNARK LOCATIONS DURING PLAY

To keep track of your location guesses, you may place and remove snark markers on the display by the same method used when hiding them. This affects only the screen display, not the actual position of the snarks. When you believe your displayed snarks are in the same positions as the actual snarks, move your marker to one of the corner crosses and press the red button. SNARK HUNT reveals the actual snarks and tallies your score.

To play another round, press the red joytick button to return to the OPTIONS selection screen. You may change any options you wish before starting.

SCORING

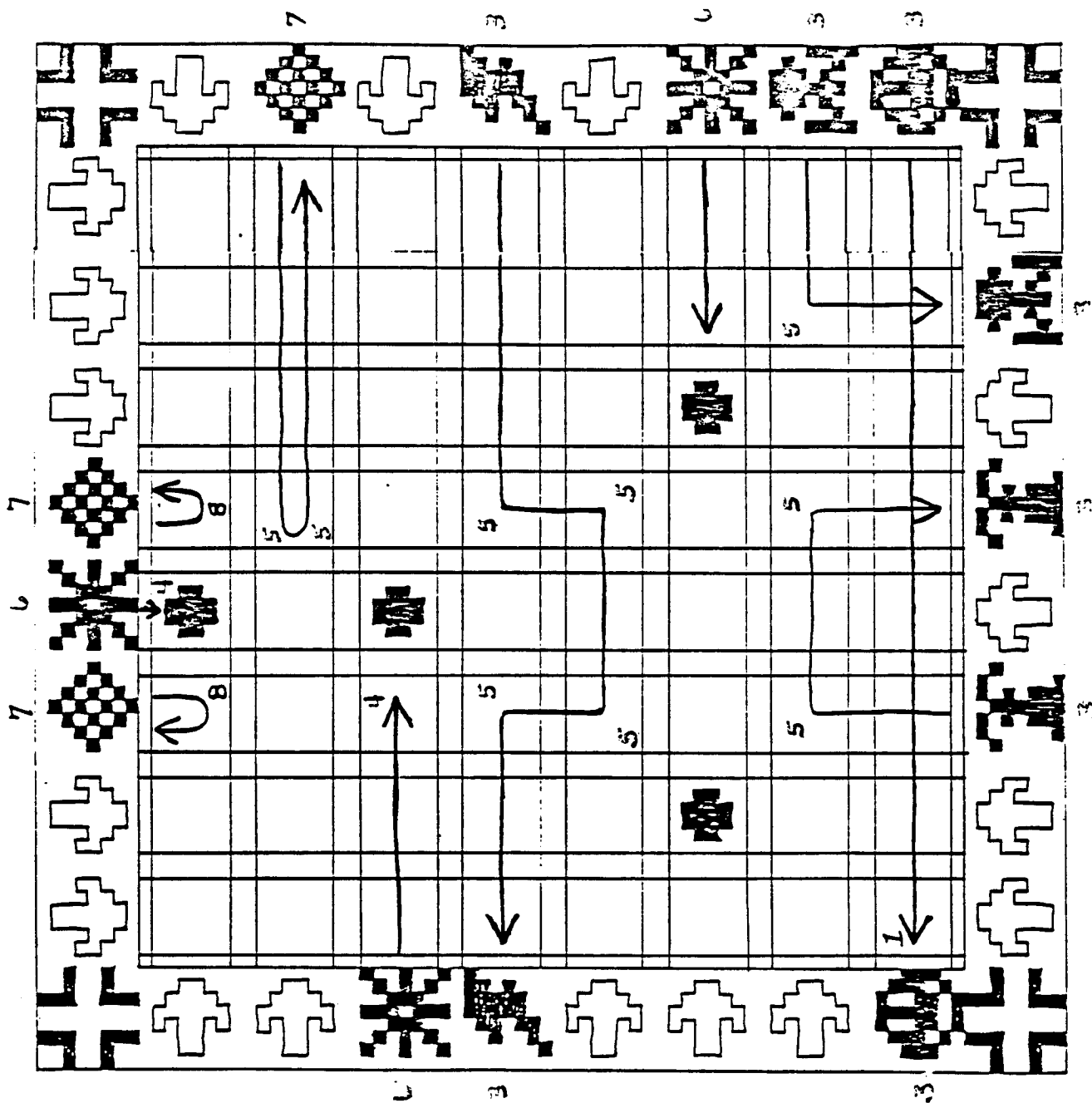
The object is to locate snarks while earning the lowest possible score. One point is added to your score for every marker (for reflections, absorptions, and exiting beams) on

the border of the box. Thus, it is more costly to have a beam exit than it is to have it reflected or absorbed, since exiting beams leave two markers on the board. Five points are added for every incorrectly guessed snark location. If you are playing with a time limit, one point is added every time the counter reaches zero.

RESTARTING THE GAME

You may restart the game by pressing SYSTEM RESET and typing RUN or by reloading the program as in the GETTING STARTED section.

Sample
Snark Box
+ = Snark



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ATARI PROGRAM EXCHANGE

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

[STAMP]

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[seal here]